TPA 3227C Practical Stage Lighting  
Fall 2023

Instructor: Morgan Lessman  
Location: Constans Theatre 217  
Class Day: Monday/Wednesday  
Office Hours: Mon/Wed  
Time: 8:30 - 10:25 AM  
Phone: (970) 227-8052  
Email: morganlessman@ufl.edu

Course Description:
Fundamentals of stage lighting for live events, schematic drawing, lighting fixtures, digital controls and technical methods and practices.

Prerequisite Knowledge and Skills:
An interest in production for live events. A willingness and desire to participate in the technical operations of productions at the University of Florida School of Theatre and Dance.

Course Objectives:

• Students will understand the past, present, and future applications and technologies of stage lighting for live events.

• Students will develop vocabulary and knowledge at a fundamental level for hands-on engagement on a live production.

• Students will be educated on school equipment providing solutions for stage lighting.

• Students will be introduced to the lighting lab and production environments in the Constans space to create an open atmosphere and encourage students to tap into their artistic interests and experiences.

• Students will be able to identify solutions to practical lighting problems in a live setting.
# Course Schedule (subject to change)

<table>
<thead>
<tr>
<th>Week</th>
<th>Date</th>
<th>Topic</th>
<th>Assignment Given</th>
<th>Assignment Due</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>8/23</td>
<td>First Day &amp; Syllabus</td>
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<tr>
<td>2</td>
<td>8/28</td>
<td>Introduction to Light / Lamps, Lenses, Reflectors</td>
<td>Lighting Annotation Project</td>
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<tr>
<td>3</td>
<td>9/6</td>
<td>Color Theory</td>
<td></td>
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<tr>
<td>4</td>
<td>9/11</td>
<td>Fixtures and Fixture Types / Hang &amp; Focus Lab</td>
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<tr>
<td>5</td>
<td>9/18</td>
<td>Power &amp; Power Theory, Dimmers, DMX, Control / Light Lab Intro, Basic Board Controls ETC ION</td>
<td>Fine Arts Project</td>
<td></td>
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<tr>
<td>6</td>
<td>9/25</td>
<td>Lab Days</td>
<td></td>
<td></td>
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<tr>
<td>7</td>
<td>10/2</td>
<td>Lab Day / Design Process</td>
<td></td>
<td>Fine Arts Project Due 10/4 end of day</td>
</tr>
<tr>
<td>8</td>
<td>10/9</td>
<td>Reading Light Plots / Midterm Intro, Channel Theory</td>
<td>Midterm assigned</td>
<td></td>
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<tr>
<td>9</td>
<td>10/16</td>
<td>Photometrics / Plotting Systems</td>
<td></td>
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<tr>
<td>10</td>
<td>10/23</td>
<td>Key and Title Block / Midterm Review</td>
<td></td>
<td>Midterm Due 10/26 end of class</td>
</tr>
<tr>
<td>11</td>
<td>10/30</td>
<td>Dance Lighting / Concert Lighting</td>
<td></td>
<td></td>
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<tr>
<td>12</td>
<td>11/6</td>
<td>Final Project Discussion / Intro to Programming</td>
<td>Final assigned</td>
<td></td>
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<tr>
<td>13</td>
<td>11/13</td>
<td>Intro to Programming 2 / Programming</td>
<td></td>
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<tr>
<td>14</td>
<td>11/20</td>
<td>Programming / Holiday break</td>
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TPA 3227C Practical Stage Lighting
Fall 2023

<table>
<thead>
<tr>
<th></th>
<th>11/27</th>
<th>Lab Time</th>
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</thead>
<tbody>
<tr>
<td>15</td>
<td>12/4</td>
<td>Lab Time / Reading Days</td>
<td>Final Project Showings –</td>
<td>Final DUE Lighting Annotation</td>
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<tr>
<td></td>
<td></td>
<td></td>
<td>Final Time 12:30-2:30pm</td>
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Projects

Lighting Annotation Project
Once every class, a different student will present a form of visual media and will be asked to annotate the lighting in it. It can be a still/clip from a movie, television show, music video, play/musical, game, etc. It may also be a painting or photo from any historic or contemporary period. Students will be asked what the designer wanted to communicate, how the lighting shifts over time, what that shift represents, how the lighting was achieved, etc. The Instructor will provide an example when the project is assigned, and the class will begin to present theirs the weeks following.

Fine Arts Project
Students will pair up, be presented with famous paintings, and will choose one to recreate with lighting, as well as reinterpret with lighting. They will have support from the Instructor and the electrics shop to utilize the Light Lab in order to recreate and reinterpret their painting. Any costume pieces or props they wish to use must be of their own inventory.

Midterm (Drafting Project)
In order to understand how to read a light plot and the methods used to communicate a lighting design on a drafting level, students will draft lighting fixtures by hand and recreate a small-scale light plot with a provided scenic plan and light fixture stencils.

Final Project
Students will create a 3–5-minute lighting program in the Light Lab to a piece of music of their own choice. Students will program their own cues and looks as they see fit. There is a minimum of 30 cues that will be linked together, meaning that students will push “GO” once to make them start and execute in succession. Lastly, students will also need to turn in a Cue List, explaining your choices at each moment/cue.
TPA 3227C Practical Stage Lighting
Fall 2023

Crew Assignments*

Students will be presented with the opportunity to replace one project grade should they choose to participate as a crew member for an SoTD production. For this class, they will take on the role of Light Board Operator or Spotlight Operator (if any production deems them necessary). Students will be asked if their personal schedules will allow for such a commitment. Students will only be able to participate in one production during the semester.

Grading Breakdown

Attendance (10%)
Lighting Annotation Project (10%)
Assignments and Quizzes (20%)
Fine Arts Project (20%)
Midterm Project (20%): Students will create a hand-drafted Light Plot.
Final Project (20%): Students will create a light show utilizing Light Lab technology.

*Crew Assignment (20%): Should a student choose to take on a crew assignment, they may withdraw from completing a project of their choosing.

Grading Scale

<table>
<thead>
<tr>
<th>Letter Grade</th>
<th>Equivalency</th>
<th>GPA Equivalency</th>
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<tbody>
<tr>
<td>A</td>
<td>94-100%</td>
<td>4.0</td>
</tr>
<tr>
<td>A-</td>
<td>90-93%</td>
<td>3.67</td>
</tr>
<tr>
<td>B+</td>
<td>87-89%</td>
<td>3.33</td>
</tr>
<tr>
<td>B</td>
<td>84-86%</td>
<td>3.00</td>
</tr>
<tr>
<td>B-</td>
<td>80-83%</td>
<td>2.67</td>
</tr>
<tr>
<td>C+</td>
<td>77-79%</td>
<td>2.33</td>
</tr>
<tr>
<td>C</td>
<td>74-76%</td>
<td>2.00</td>
</tr>
<tr>
<td>C-</td>
<td>70-73%</td>
<td>1.67</td>
</tr>
<tr>
<td>D+</td>
<td>67-69%</td>
<td>1.33</td>
</tr>
<tr>
<td>D</td>
<td>64-66%</td>
<td>1.00</td>
</tr>
<tr>
<td>D-</td>
<td>60-63%</td>
<td>.67</td>
</tr>
<tr>
<td>E, I, NG, S-U, WF</td>
<td></td>
<td>0.00</td>
</tr>
</tbody>
</table>

More information on grades and grading policies can be found at https://catalog.ufl.edu/ugrad/current/regulations/info/grades.aspx
Course Policies
There are a number of class projects. It is important to complete the class projects in the time assigned, as completed projects will become the basis for continued projects. Most projects will need to be completed in the week’s interim between course meetings.

Grading
Your assignment grades will be based on these factors: - Your understanding of the assignment and your ability to follow instruction - The completion of the project during the time required - All factors that are in the assignment are addressed completely and correctly - Your quality, level of research, preparedness and ability to discuss your project using the correct terminology when called upon.

Participation and Attendance
The success of this course is based on discussion and class participation. Attendance is vital. Your first unexcused absence from class will be permitted without penalty. The second unexcused absence will lower your final grade by 5%. The third unexcused absence will lower your final grade by 15%. The fourth unexcused absence will lower your final grade by 30%. Two (2) late arrivals and/or early departures to/from class will count as one (1) absence.

Excused absences are consistent with university policies in the undergraduate catalog (https://catalog.ufl.edu/UGRD/academic-regulations/attendance-policies/) and require appropriate documentation.

Quiz/Exam Policy
Lighting quizzes will be announced in class and will take place outside the class session on Canvas.
Exams/Class Completion project deadlines will be announced in class. Late or Missed Exams will be marked down unless a prior arrangement is made.

Make-up Policy
Late assignments or Missed Exams will be marked down unless a prior arrangement is made. Requirements for class attendance and make-up exams, assignments, and other work in this course are consistent with university policies that can be found at: https://catalog.ufl.edu/ugrad/current/regulations/info/attendance.aspx
Course Technology
The students will be required to have access to and use a personal computer with access to the Internet. Word editing software will be required for written assignments. Students should have personal access to the Internet. Other technologies will be introduced during the course session.

OPTIONAL: To follow along during programming lectures and projects, students can download a free online version of the Eos ETCnomad Software. The class will use this software on the console in the Light Lab for multiple projects during the semester. Students are not required to install this software on their personal devices, but is useful if students wish to practice programming away from the Light Lab.

Download: https://www.etcconnect.com/eos-software/
Mac and PC options available.

Course Communications
Students can communicate directly with the Instructor regarding the course material through email and Canvas Messages. Electronic communication must demonstrate a formal tone and style and, unless absolutely urgent, will be responded to M-F 9am – 6pm.

UF Policies
University honesty Policy UF students are bound by The Honor Pledge that states, “We, the members of the University of Florida community, pledge to hold ourselves and our peers to the highest standards of honor and integrity by abiding by the Honor Code. On all work submitted for credit by students at the University of Florida, the following pledge is either required or implied: “On my honor, I have neither given nor received unauthorized aid in doing this assignment.” The Honor Code (https://www.dso.ufl.edu/sccr/process/studentconduethonor-code/ ) specifies the number of behaviors that are in violation of this code and the possible sanctions. Furthermore, you are obligated to report any condition that facilitates academic misconduct to appropriate personnel. If you have any questions or concerns, please consult with the Instructor in this class.
PLAGIARISM
Plagiarism is a violation of the UF honor code. A student shall not represent as the student’s own work all or any portion of the work of another. Plagiarism includes but is not limited to: 1. Quoting oral or written materials including but not limited to those found on the internet, whether published or unpublished, without proper attribution. 2. Submitting a document or assignment, which in whole or in part is identical or substantially identical to a document or assignment not authored by the student. Students shall not use unauthorized materials or resources in an academic activity. Unauthorized materials or resources include any paper or project authored by the student (or another student) and presented by the student for the satisfaction of any academic requirement if the student previously submitted substantially the same paper or project to satisfy an academic requirement and did not receive express authorization to resubmit the paper or project.

Class Demeanor
Students are expected to arrive to class on time and behave in a manner that is respectful to the Instructor and to fellow students. Please avoid the use of cell phones and restrict eating to outside of the classroom. Opinions held by other students should be respected in discussion, and conversations that do not contribute to the discussion should be held at minimum, if at all.

Students Requiring Accommodations
Students with disabilities requesting accommodations should first register with the Disability Resource Center (352-392-8565, www.dso.ufl.edu/drc/) by providing appropriate documentation. Once registered, students will receive an accommodation letter which must be presented to the instructor when requesting accommodation. Students with disabilities should follow this procedure as early as possible in the semester.

Netiquette Communication Courtesy
All members of the class are expected to follow rules of common courtesy in all email messages, threaded discussions and chats, more information can be found at: http://teach.ufl.edu/wpcontent/uploads/2012/08/NetiquetteGuideforOnlineCourses.pdf

Online Course Evaluations
Students are expected to provide feedback on the quality of instruction in this course by completing online evaluations at https://evaluations.ufl.edu. Evaluations are typically open during the last two or three weeks of the semester, students will be emailed by the university as a reminder. Summary results of these assessments are available to students at https://evaluations.ufl.edu/results/
TPA 3227C Practical Stage Lighting
Fall 2023

Campus Resources

Health and Wellness
U Matter, We Care
If you or a friend is in distress, please contact umatter@ufl.edu or 352 392-1575 so that a team member can reach out to the student.

Counseling and Wellness Center http://www.counseling.ufl.edu/cwc/Default.aspx, 392-1575; and the University Police Department: 392-1111 or 9-1-1 for emergencies.

Sexual Assault Recovery Services (SARS) Student Health Care Center, 392-1161.

1. University Police Department, 392-1111 (or 9-1-1 for emergencies).

http://www.police.ufl.edu/

Academic Resources

• E-learning technical support, 352-392-4357 (select option 2) or e-mail to Learning-support@ufl.edu. https://lss.at.ufl.edu/help.shtml.
• Library Support, http://cms.uflib.ufl.edu/ask. Various ways to receive assistance with respect to using the libraries or finding resources.
• Teaching Center, Broward Hall, 392-2010 or 392-6420. General study skills and tutoring. http://teachingcenter.ufl.edu/
• Student Complaints Campus: https://www.dso.ufl.edu/documents/UF_Complaints_policy.pdf
• On-Line Students Complaints: http://www.distance.ufl.edu/student-complaint-process

DISCLAIMER: This syllabus represents the Instructor’s current plans and objectives. As the semester progresses, those plans may need to change to enhance the class learning opportunity. Unexpected circumstances could cause class to be cancelled and the Instructor will rework the syllabus as necessary. Such changes, communicated clearly, are not unusual and should be expected.